AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A wireless communication game system using a plurality of mobile game units ~~apparatuses~~, which function as a parent device or a child device capable of ~~making a~~ wireless communication with each other, wherein

said parent device includes a broadcasting circuit ~~means~~ for broadcasting a parent device packet including a user's own unit ~~apparatus~~ identifying information for allowing a user's own ~~apparatus~~unit to be identified and game identifying information for allowing a game executed by the user's own ~~apparatus~~unit to be identified and

said child device includes:

a receiver ~~receiving means~~ for receiving said parent device packet from a ~~the~~ parent device existing within a ~~communicationable~~ communicable range;

a ~~displaying means~~display for displaying a parent device list of the parent devices ~~device~~ existing within the ~~communicationable~~ communicable range, based on said parent device packet received by said receiver ~~receiving means~~;

a selector ~~selecting means~~ for allowing a player to select any one of the parent devices included in said parent device list; and

a connection request ~~transmitting means~~transmitter for transmitting a connection request toward the parent device selected by said selector ~~selecting means~~.

2. (Currently Amended) A wireless communication game system according to claim 1, wherein said broadcasting circuit ~~means~~ broadcasts said parent device packet even during a time when ~~that~~ a communication game is being executed with another child device.

3. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device and said child device are units ~~apparatuses~~ for making [[a]]

wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting circuit ~~means~~ transmits said parent device packet including game data in said first time slot.

4. (Currently Amended) A wireless communication game system according to claim 1, wherein said ~~displaying means~~display displays in said parent device list only the parent device that executes a game ~~communicationable~~ communicable with the game executed by the user's own ~~apparatus~~unit, based on said game identifying information received by said ~~receiving means~~receiver.

5. (Currently Amended) A wireless communication game system according to claim 1, wherein

said child device is ~~an apparatus~~a unit to which a game cartridge storing a game program is detachably attached, and

said ~~displaying means~~display displays in said parent device list a parent device~~, too,~~ that executes a game not ~~communicationable~~ communicable with the game of the game cartridge currently attached thereto.

6. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said ~~displaying means~~display displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said ~~receiving means~~receiver.

7. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device further comprises a child device-use program storage locations ~~storing means~~ for storing a child device-use program, and a child device-use program

~~transmitting means~~transmitter for transmitting, in response to a connection request from said child device said child device-use program to said child device

said parent device packet further includes child device-use program holding data showing whether or not being provided with said child device-use program storage locations~~storing means~~, and

said ~~displaying means~~display displays, in a case that said child device-use program holding data shows being provided with said child device-use program, in said parent device list the parent device irrespective of the game, which is executed by the user's own ~~apparatus~~unit, based on said child device-use program holding data received by said ~~receiving means~~receiver.

8. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device is ~~an apparatus~~a unit for storing both a first program that the child device does not request the parent device to transmit the child device-use program, and a second program that the child device requests the parent device to transmit the child device-use program,

said parent device packet further includes execution type data showing which program, said first program or said second program, said parent device executes, and

said ~~displaying means~~display displays in said parent device list only the parent device that executes a game ~~communicationable~~ communicable with the game executed by the user's own ~~apparatus~~unit regarding the parent device executing said first program, and in said parent device list irrespective of the game, which is executed by the user's own ~~apparatus~~unit regarding the parent device executing said second program, based on said execution type data received by said ~~receiving means~~receiver.

9. (Currently Amended) A wireless communication game system according to claim 1, wherein

said child device is ~~an apparatus~~a unit to which a game cartridge storing a game program is detachably attached, and

said ~~displaying means~~display displays, in a case of said game cartridge is not attached, in said parent device list only the parent device provided with said child device-use program storage locations~~storing means~~, based on said child device-use program holding data received by said ~~receiving means~~receiver.

10. (Currently Amended) A wireless communication game system according to claim 1, wherein said child device further comprises:

[[a]] parent device list storage locations ~~storing means~~ for storing a parent device list of the parent device existing within a ~~communicationable~~ communicable range, based on said parent device packet received by said ~~receiving means~~receiver; and

a parent device list clearing mechanism ~~means~~ for regularly clearing the parent device list stored in said parent device list storage locations~~storing means~~, wherein

said ~~displaying means~~display displays based in the parent device list stored in said parent device list storage locations~~storing means~~.

11. (Currently Amended) A child device connecting method in a wireless communication game system using a plurality of mobile game units ~~apparatuses~~ that function as a parent device or a child device capable of communicating ~~making a communication~~ with each other, comprising the ~~including following~~ steps of:

(a) ~~a step for~~ broadcasting from the parent device a parent device packet including user's own ~~apparatus~~unit identifying information for allowing the user's own ~~apparatus~~unit to be identified, and game identifying information for allowing a game executed by the user's own ~~apparatus~~unit to be identified;

(b) ~~a step for~~ receiving in the child device said parent device packet from the parent device existing within a ~~communicationable~~ communicable range;

(c) ~~a step for~~ displaying in the child device a parent device list of the parent device existing within a ~~communicationable~~ communicable range, based on said parent device packet received in [[by]] said receiving step;

(d) ~~a step for~~ allowing in the child device a player to select any one of the parent devices included in said parent device list; and

(e) ~~a step for~~ transmitting in the child device a connection request to ~~toward~~ said selected parent device.

12. (Currently Amended) A memory medium encoded with a program for use in [[of]] a wireless communication game system using a plurality of mobile game units ~~apparatuses~~ that function as a parent device or a child device, and are capable of communicating ~~making a communication~~ with each other, ~~allowing~~ a processor of the mobile game ~~apparatus~~unit being operable to execute said program to perform the ~~following~~ steps comprising~~of~~:

(a) ~~a step for allowing the processor of the parent device to broadcast~~ broadcasting a parent device packet including user's own ~~apparatus~~unit identifying information for identifying the user's own ~~apparatus~~unit, and game identifying information for allowing a game executed by the user's own ~~apparatus~~unit to be identified;

(b) ~~a step for allowing the processor of the child device to receive~~ receiving said parent device packet from the parent device existing within a ~~communicationable~~ communicable range;

(c) ~~a step for allowing the processor of the child device to display~~ displaying a parent device list of the parent device existing within a ~~communicationable~~ communicable range, based on said parent device packet received by said step (b);

(d) ~~a step for allowing the processor of the child device to make a player select any~~ selecting in response to a player's input any one of the parent devices included in said parent device list, and

(e) ~~a step for allowing the processor of the child device to transmit~~ transmitting by the child device a connection request toward said selected parent device.

13. (Currently Amended) A mobile game apparatus capable of playing a wireless communication game which utilizes a plurality of mobile game units ~~apparatuses~~, where ~~and~~ any one of said units may function ~~which functions~~ as a parent device, and the others ~~other~~ of which may function ~~functions~~ as a child device, comprising:

[[a]] broadcasting circuitry~~means~~, for the parent device, for broadcasting a parent

device packet including user's own ~~apparatus~~unit identifying information for allowing the user's own ~~apparatus~~unit to be identified, and game identifying information for allowing a game executed by the user's own ~~apparatus~~unit to be identified;

a ~~receiving means~~receiver, for the child device, for receiving said parent device packet from the parent device existing within a ~~communicationable~~ communicable range;

a ~~displaying means~~display, for the child device, for displaying a parent device list of the parent device existing within a ~~communicationable~~ communicable range, based on said parent device packet received by said ~~receiving means~~receiver;

a selector~~means~~, for the child device, for allowing a player to select any one of the parent devices included in said parent device list; and

a ~~transmitting means~~transmitter, for the child device, for transmitting a connection request to ~~toward~~ said selected parent device.